



Networking Hog3PC to a Wholehog Console Using a Wireless Router

These instructions are specific to software Version 3.0 or greater.

What you'll need in addition to the consoles:

- (1) Wireless Router (pre-configured to your desired range)
- Non-crossover Ethernet cables
- All necessary DP2000s, DMX Processor 8000s or widgets*

The options detailed below are possible configurations that will allow you to set a Roadhog Full Boar, Hog iPC, Hog3PC or Wholehog 3 as the server console and bring in Hog 3PC as a client via a wireless router. These are not the only configurations that will work. For instructions specific to your networking needs, email support@flyingpig.com.

Wholehog products do not include any wireless network devices, so you must connect the Wholehog consoles and all DPs using non-crossover cables directly to the LAN ports on the wireless router. In this set-up, we will allow the router to act as a DHCP server, meaning that the router will distribute the TCP/IP settings over the entire network.

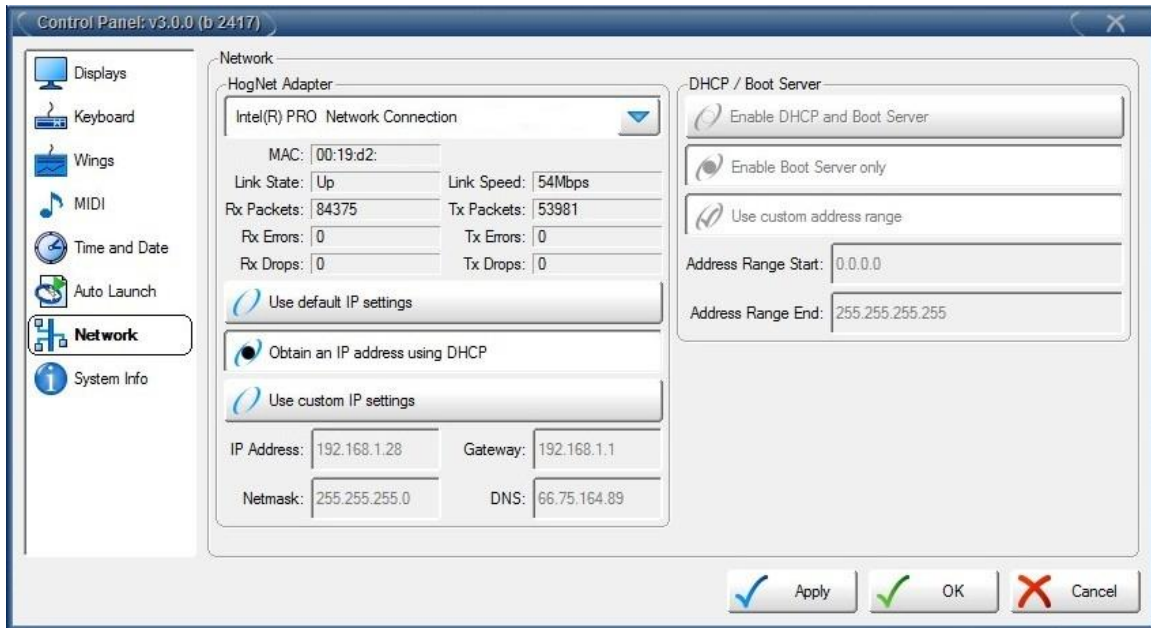
Additionally- You can also choose to replace the wireless router with a wired router and wireless access point. Your wired router will need to have enough LAN ports to accommodate all Wholehog network devices and the Wireless Access Point. If your router does not have the necessary quantity of ports, then an additional Ethernet switch may be needed.

Part 1- Hardware Configuration

1. Connect the server console, client consoles and all necessary DPs to the Wireless router using non-crossover Ethernet cables.
2. Ensure all consoles/DPs are running the exact same version and build number of software.

Part 2- Network Configuration for Server and Client consoles

1. Press the SETUP key, and select CONTROL PANEL from your main toolbar (This can also be accessed from the "Start" menu).
2. In the Control Panel, select the NETWORK tab
3. Setup your "HogNet Adaptor"
 - For the Server Console (Wholehog 3, Road Hog Full Boar, Hog iPC) this should be set to the console's Ethernet port.
 - For the computer running Hog3PC, this should be set to the computer's wireless adaptor.
4. Select "Obtain an IP address using DHCP"
5. Under DHCP / Boot Server, ensure that "Enable DHCP and Boot Server" is not selected.
6. Press "OK."



A note for Hog3PC on your personal computer: You may find that you need to disable any firewalls associated with this network adaptor in order to make the network connection.

Part 3- Logging in as a client

1. Ensure that your server console is currently logged into the show you wish to network.
2. On your Client Console (Hog3PC):
 - In the Wholehog Start Window, press “Settings”
 - Change the console number to “2” (for multiple clients, make each console a different number)
 - De-select “Run Server”
 - Click OK



3. In the “Connect to Show” section of the Wholehog Start window, you should see the server console listed via its IP address. If it says “No Network Show Found,” try pressing “Rescan.” Once it is listed, you can click the server console to join the session.

Part 4- Configuring the DP2000s or DP8000s.

The DP's default setting is to accept an IP and Netmask via DHCP. A router will distribute TCP/IP information to the DPs in the same manner that it delivers this information to the console(s). Instructions for confirming the defaults are listed below.

1. Select "Network" from the LCD screen of the DP
2. Select "IP Status"
3. Select "IP Config"
4. In the IP Config window, you will need to select "Use DHCP" by putting a check mark in the box.
5. After making this change in the DP, you must reset the processor in order for the information to take effect. Simply power cycle the DP to do this.

***A Note on DMX Widgets**

FPS widgets and superwidgets can be used in this set-up: but only if the server console is a Hog iPC, Roadhog Full Boar or Hog3PC; or if you are connecting the widgets to a DMX Processor 8000. The Wholehog 3 will not output to widgets or superwidgets.